



HERE'S YOUR
SUPER-COOL INSTRUCTIONS
FROM OLD
STEVE KEENE

ACCOLADE'S **COMICS**

For Apple II and Commodore 64/128

The Challenge

You are about to embark on many fabulous adventures. Each dialogue selection and action choice will lead you to a different plot and story line. Enjoy the animation, find all the arcade sequences, solve the adventure and rack up the highest score. But above all, enjoy yourself for many hours to come.

Game Description

You are Steve Keene: *Private Spy*, a dashing, daring, and sometimes dreaded comic book character. You are master of your fate and whether or not you succeed at your mission depends on the actions you take and how you interact with the characters you meet.

The comic book consists of two interwoven elements: animated frames and arcade-game sequences.

Frames will appear on the screen one at a time. No two frames are alike, and each will depict Keene and his surroundings in a unique way. Several choices are available at your fingertips:

- a) read the dialogue and enjoy the animation, then press the fire button to continue with the next frame.
- b) decide what to say by using the joystick to change the dialogue and the fire button to choose your response. This decision may affect the course of the story.
- c) use the joystick and fire button to change a course of action and vary the story line. (Example: an arrow that alternates flashing in two different directions, one to a door, and the other to a window. Moving the joystick will cause the arrow to move to one of the two positions, and pressing the fire button will complete the selection.)

At some points during the adventure, a little 'watch' icon will appear on the screen. This is an indication that the computer is thinking. Have patience, computers think pretty fast.

At certain points in the plotline, a series of frames will lead to an arcade game. In these, you must use the joystick and fire button to control Keene in one of many different scenarios. If Keene succeeds, the story will continue as new frames appear.

Lives & Endpoints

If Keene makes a bad decision, the story will end. Fortunately, Keene is granted five lives at the start of the game. Reaching an endpoint will consume one of these lives. If Keene perishes in an arcade game sequence, he will also lose a life. If all of Keene's lives run out, the game is over.

Save Game Feature

To save an adventure in progress, type @. Follow the prompts that appear and the action will be saved at that point. To resume an adventure that has been saved, select the resume game option at the start.

High Scores

Once you have successfully navigated your way through all of the traps and pitfalls your score will be compared to a list of 'high scores' already on the disk. Good luck!

Loading Instructions

For Apple II:

Boot the disk labelled Side A.

For Commodore:

Disconnect all peripherals except one joystick plugged into port 2 and one disk drive. Insert the game disk labelled Side A in the disk drive and type the following:

LOAD "*", 8, 1 press RETURN

Some introductory animation and a title page will appear. Press the fire button to start your adventure.

Convenience & Keyboard Controls

(^ denotes a CTRL key)

^K	:	selects keyboard control
^J	:	selects joystick control
^R	:	restart/abort
^S	:	turn sound on/off

Keyboard equivalents for joystick control:

I	:	move up
J	:	move left
K	:	move down
L	:	move right
F	:	fire button

For Apple II

ESC	:	pauses game until hit again.
Space bar	:	stops

For Commodore 64/128

← (left arrow) : pauses game until hit again

Arcade Sequence Hints

Where needed, diagonal movements are accomplished using both component keys in rapid succession; for example, to produce a movement to the upper right, type "I" and "L" quickly. Not all video game sequences use (or allow) diagonal movement.

Play quickly. Bonus lives are awarded for quick action.

Climber

Scene:

Keene is climbing on a rectangular trapeze of bars.

Object:

To collect five keys which appear one at a time in any of the four corners. Each of the five keys will remove a lock from the exit gate at the bottom right corner. When all locks have been removed, Keene must move to the bottom right corner to escape.

Obstacles:

The bars are constantly disappearing and re-appearing; don't get caught holding thin air.

Movement:

Keene can move in any of the four directions: up, down, left and right.

Swimmer

Scene:

Keene has entered a subterranean river. Above him is solid rock containing numerous air pockets.

Object:

Keene must swim the length of the river.

Obstacles:

Keene has a limited supply of air. The amount is represented by a bar graph on the bottom of the screen. If Keene runs out of air, he will drown. Air can be replenished by swimming to an air pocket.

The river is infested with electric eels; if Keene is near one when it unleashes an electric charge, look out.

A number of turtles walk along the river bed. If Keene swims too close to one of these, he gets nabbed.

Some of the air pockets contain poison gas (indicated by a reddish tinge). If Keene inhales it, his air supply will decrease rapidly.

Movement:

Keene can move in any of eight directions, including diagonals.

Robots

Scene:

Keene is standing at the lower end of a series of corridors. Positioned in each corridor is a power socket.

Object:

Keene must destroy every power socket using a supply of detonation mines.

Obstacles:

A number of hostile robots inhabit the corridors. They move down the length of the corridors to deposit piles of radioactive waste in Keene's path. If Keene comes too close to a radioactive pile he will be destroyed (the piles decompose after a period of time). The robots also shoot, and Keene will die if he is hit by a shot.

There are a number of different types of robots; each has different characteristics. One of these moves slowly and requires two mine hits to be destroyed. Another will occasionally stop and turn on an impenetrable shield. A third type will sometimes appear on the screen flying above the corridors. If Keene hits him, all radiation piles will instantly decompose.

Movement:

Keene can run left or right. Pressing the fire button will have one of two effects: hurling a mine, or causing a mine that is already moving to explode.

Building

Scene:

Keene has climbed out the window of a building and is now standing on a narrow ledge. A number of fire escape ladders are positioned on the ledges which allow Keene to climb up or down.

Object:

Keene must climb to the top of the building where he will be rescued by a helicopter.

Obstacles:

If Keene walks off the edge he will fall to his death.

A pair of circular shaped robots fly onto the screen from time to time. They move vertically and hurl missiles that Keene must avoid.

Movement:

Keene can move left and right or climb up or down (if there is a ladder nearby). He can also jump using the fire button (to leap over a gap in the ledge or a missile). Positioned on some ledges are bricks which Keene can kick onto the robots by walking near the edge.

Jetpack

Scene:

Keene has been dropped into a vast underground cavern where he flies around using a jetpack.

Object:

Keene must destroy a number of moving fire hydrants using a rapid-fire laser cannon,

Obstacles:

If Keene flies into a hydant, he will be destroyed. The hydrants release fierce robots which fly around in the cavern pursuing and shooting at Keene; if Keene is hit by a robot he will die. Keene can destroy the robots using his laser cannon. Destroying the hydrants is harder and takes several shots, since they have a built-in laser immunity.

Flying robots (like the ones in the Robots game) appear from time to time; destroying this robot will cause all the other flying robots to explode as well.

Movements:

Keene can accelerate in any of eight directions. The ground prevents Keene from flying too low, and a network of girders prevents Keene from flying too high.

Conveyor Belt

Scene:

Keene starts at the bottom of a network of conveyor belts. With the exception of the belt that Keene starts on, all belts move in one of two directions: clockwise or counter-clockwise.

Object:

Keene must move from one belt to another to reach the top.

Obstacles:

At the top of the screen, Arlo 'Red' Spunky (the villain) sits on a horizontal beam where he occasionally throws a switch that causes all the conveyor belts to reverse their directions. If Keene is not prepared for a sudden change in direction, he may fall to a vat of vile molten liquid below.

Movement:

Keene must move from the belt where he is currently positioned to the next one, which will be flashing. The speed and direction of Keene's movements are related to those of the belt he is on.

When Keene reaches the end of a belt, he will 'fall' off the edge and hopefully will land on another belt.

Rail Car

Scene:

Keene starts at the bottom of a scaffold of rails. To the right and left are elevators. A series of trap doors are positioned at even intervals along the tracks.

Object:

Keene must move along the tracks and into the elevators to be carried to the top of the scaffold.

Obstacles:

Sitting at the top of the scaffold is Arlo 'Red' Spunky, the villain. He occasionally throws one of two switches, one of which is red and the other blue. This causes all of the trap doors of the same color to open and close. If Keene is positioned above a trap door when it opens, he will fall. The elevator has an 'eject' mechanism which propels Keene out of the elevator when arriving at a new level.

Movement:

Keene can move left and right along the current rail. He can enter an elevator when it is at his floor.

Bomber

Scene:

Keene is standing on the floor of a large warehouse filled with intricate machinery. High above, perched on a platform of bricks, sits Arlo 'Red' Spunky, the villain. From this vantage point, Arlo hurls bombs at Keene.

Object:

Keene must use a garbage can lid (acquired somewhere among the debris) to deflect the bombs upwards where they will destroy the bricks of Arlo's platform. If all the bricks are destroyed, Arlo will fall.

Obstacles:

If a bomb hits Keene and is not deflected, it will destroy him.

Arlo's pet, a blind rat, occasionally runs out of a drainpipe and across the floor. If Keene does not jump over the rat, he will be bitten.

Movement:

Keene can move left and right across the floor. Pressing the fire button serves two purposes: it causes Keene to jump to avoid the rat, and it also raises the garbage can lid over Keene's head to deflect the bombs.

Credits

This game was created by Distinctive Software Inc.

Sperling Plaza, Tower II
385 - 6450 Roberts Street
Burnaby, B.C. V5G 4E 1
Canada

Design:

Don Mattrick
Jeff Sember

Art:

Tony Lee
John Boechler
Theresa Henry
Dean Griffiths
Dave Walters

Programming:

Jeff Sember
Kevin P. Pickell
Amory Wong
Michael S. Smithson
Allan Johanson

Music:

Patrick Payne

Copyright

Copyright© 1987 by Accolade. All rights reserved. No part of this publication may be reproduced, transcribed, copied, translated or reduced to any electronic medium or machine readable form without prior written permission of Accolade, 20813 Stevens Creek Blvd., Cupertino, California 95014.

Disclaimer

Accolade makes no representations or warranties with respect to this publication or its contents and specifically disclaims any implied warranties of merchantability or fitness for any particular purpose. In addition, Accolade reserves the right to revise this publication and to make changes from time to time in its contents without obligation of Accolade to notify any person of such revisions or changes.

Trademarks

Comics™ is a trademark of Distinctive Software.

Apple II is a trademark of Apple Computer, Inc.

We understand your concerns about disk damage or failure. Because of this, each registered owner of Comics™ may purchase one backup copy for \$10. Send your money with your registration card. Checks should be made out to Accolade Software. This copy is for backup purposes only and is not for resale. Your backup disk is covered by our limited warranty on disk media described in the back of this manual.

Limited Warranty for Disk Media

Accolade warrants to the original purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in materials and workmanship for ninety days from the date of purchase. Defective media that has not been subjected to misuse, excessive wear, or damage due to carelessness and that is returned during that ninety day period will be replaced without charge.

Following the initial ninety day warranty period, defective media will be replaced for a replacement fee of \$10.00.

The defective media should be returned to:

**Accolade
20813 Stevens Creek Blvd.,
Cupertino, CA 95014
(408) 446-5757**

Software Copyright

The enclosed software program is copyrighted. It is against the law to copy any portion of the software on disk, cassette tape or another medium for any purpose other than personal convenience. It is against the law to give away or resell copies of any part of this software. Any unauthorized distribution of this product deprives Distinctive Software and their authors of their deserved profits and royalties. Distinctive Software will seek full legal recourse against violators.